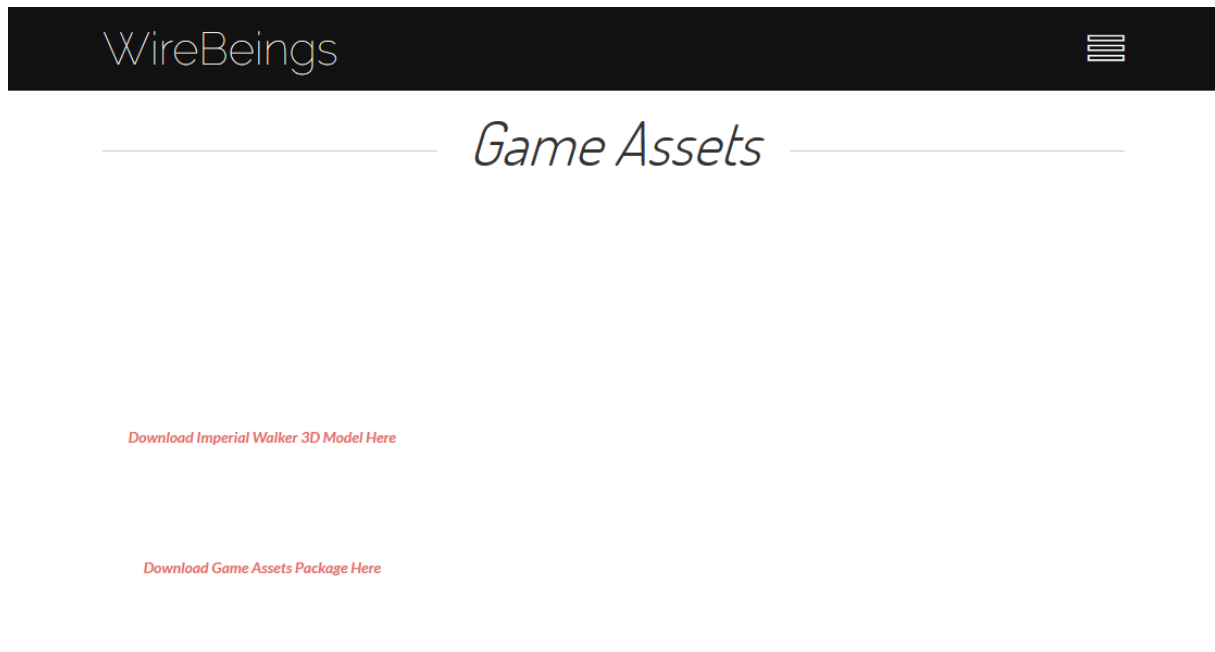


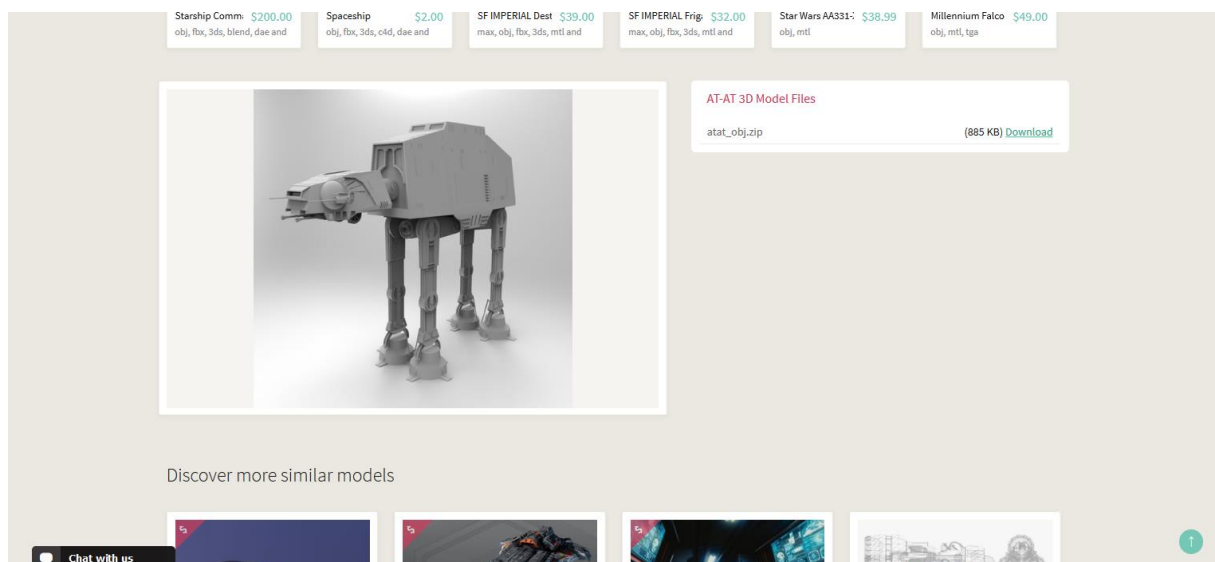
Demo starwars

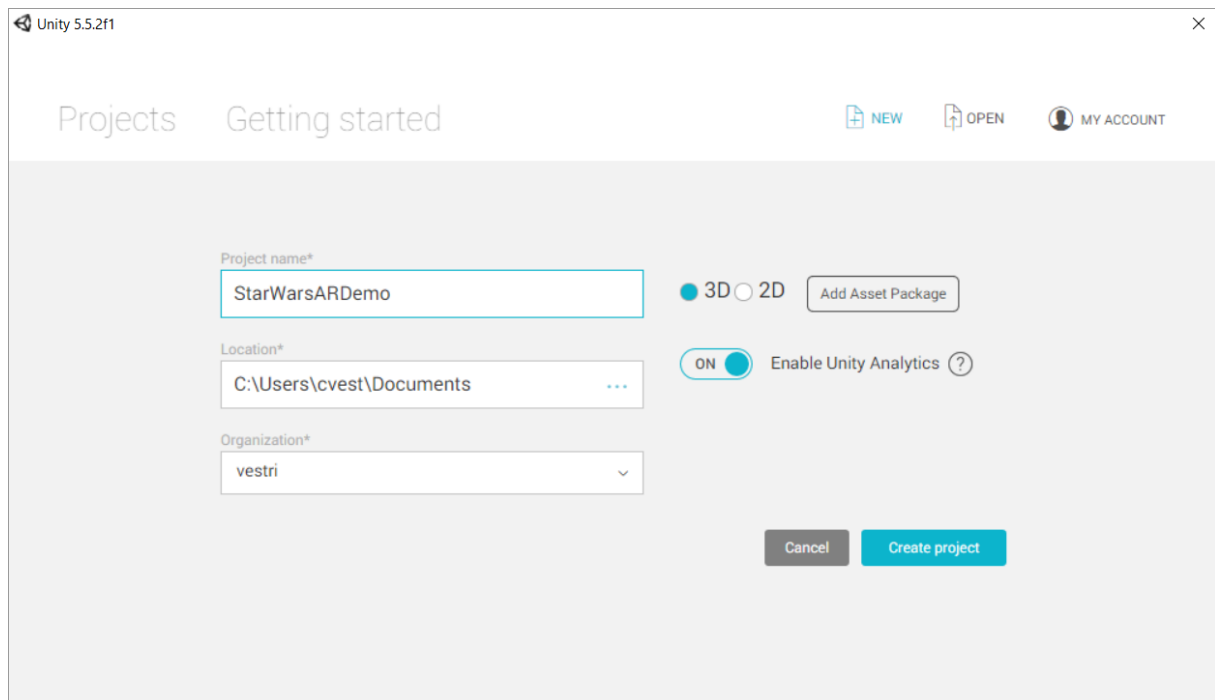
<http://wirebeings.com/star-wars-augmented-reality.html>

Load assets

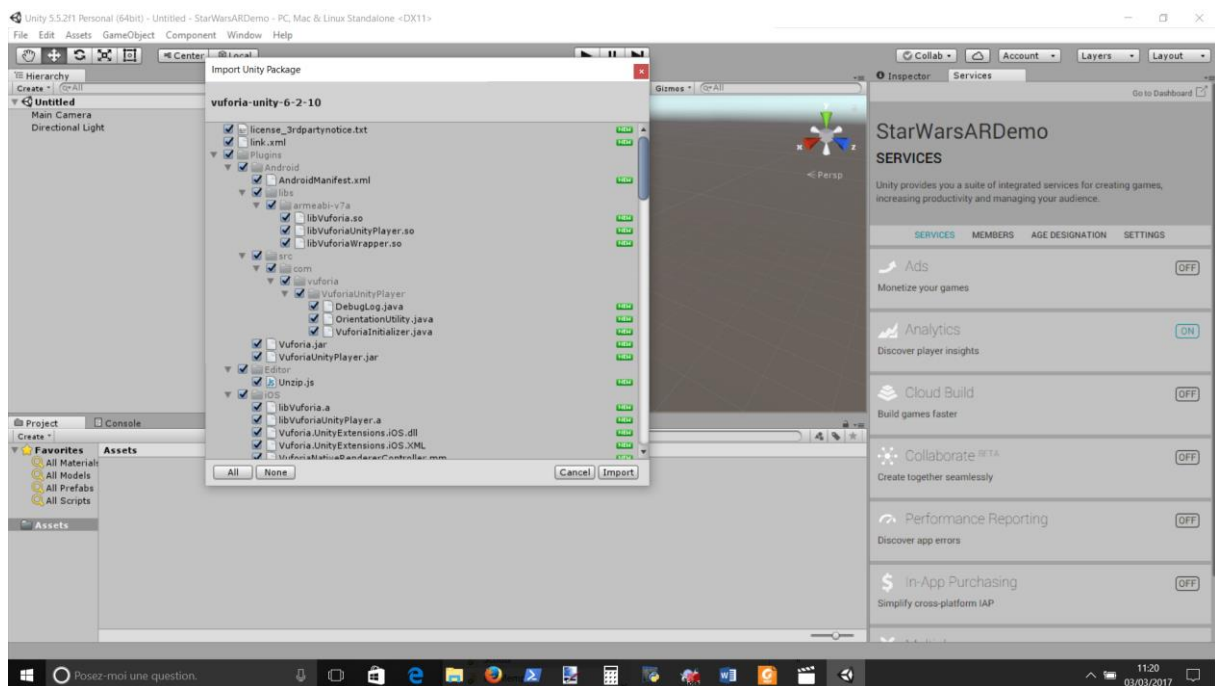


New link : <https://www.cgtrader.com/free-3d-models/space/spaceship/at-at-0ec13812d08eb1b6d46717e726cac367>

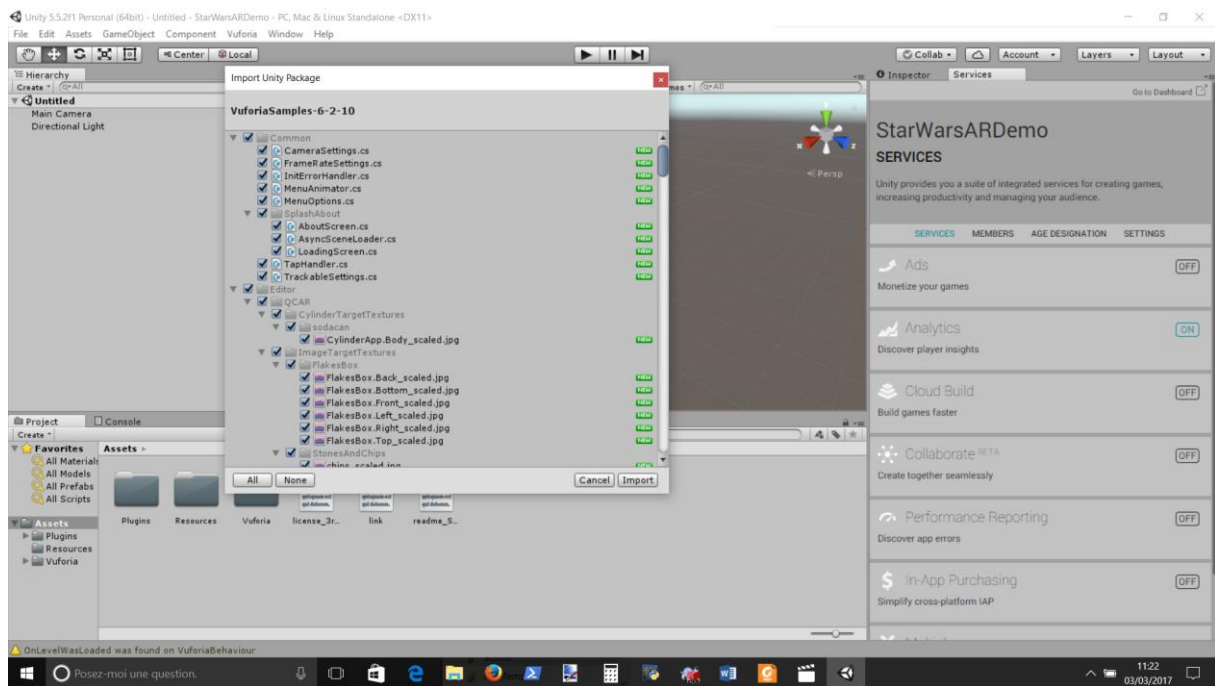




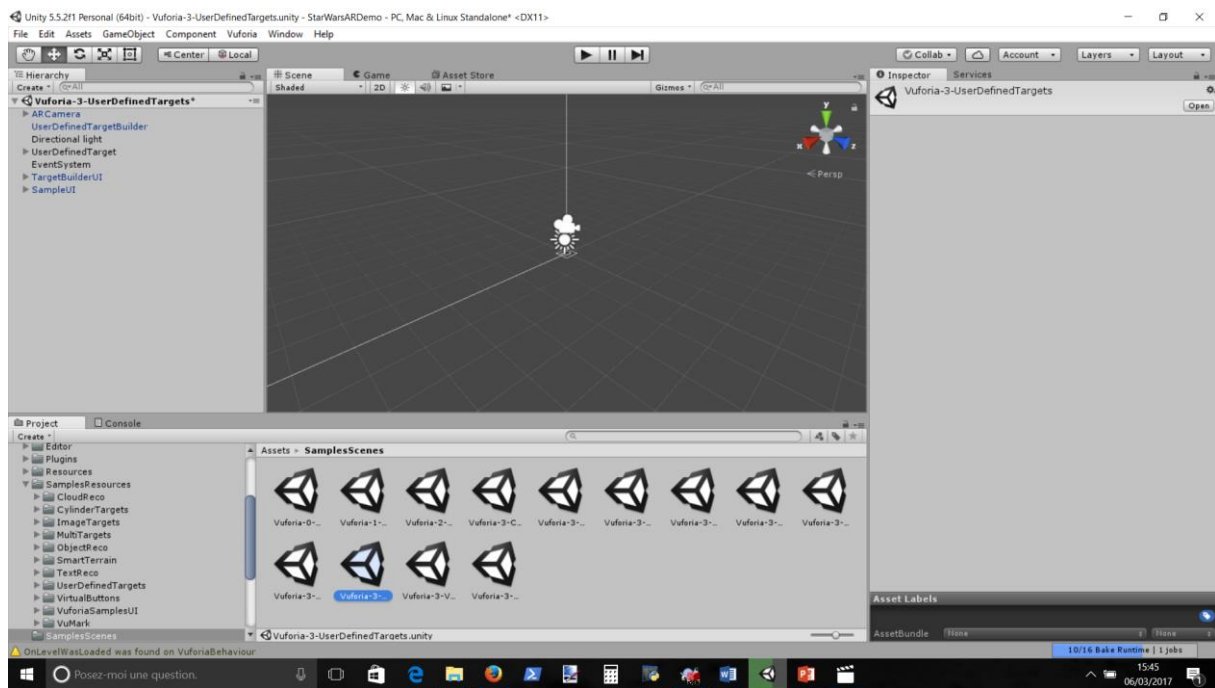
Create new project



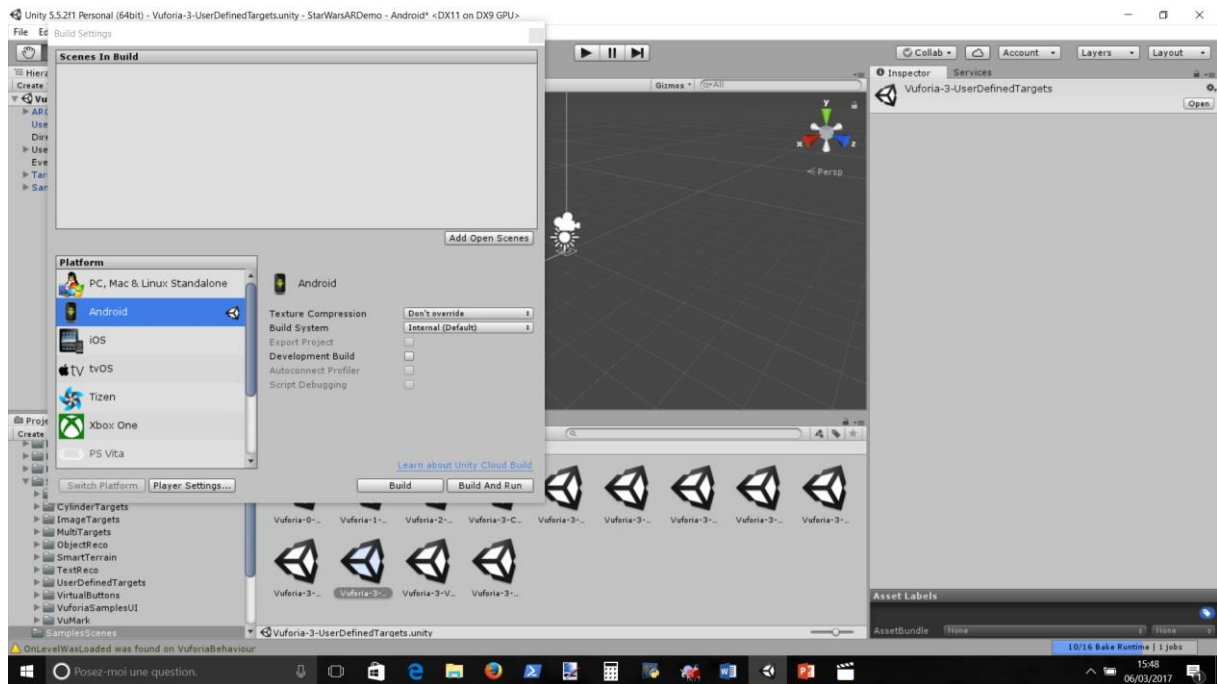
Add vuforia package



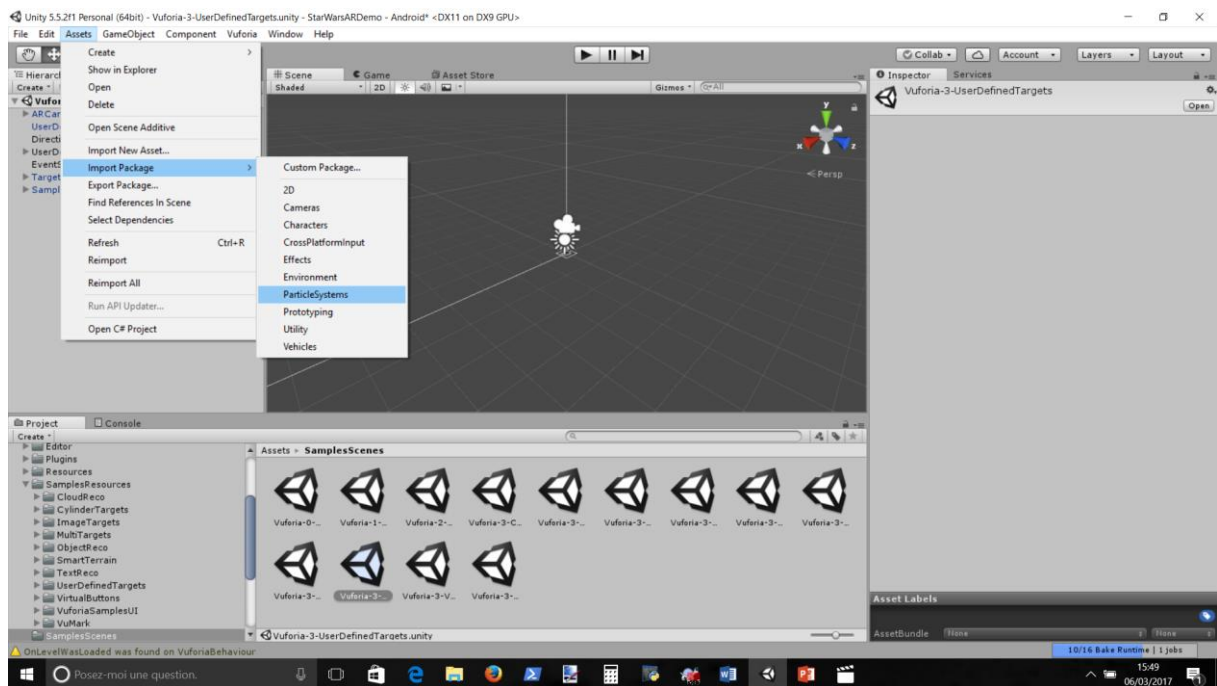
Add vuforia samples



SampleScenes import vuforia userDefinedTarget by double clic



Change build setting to android -> then switch platform

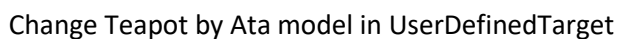


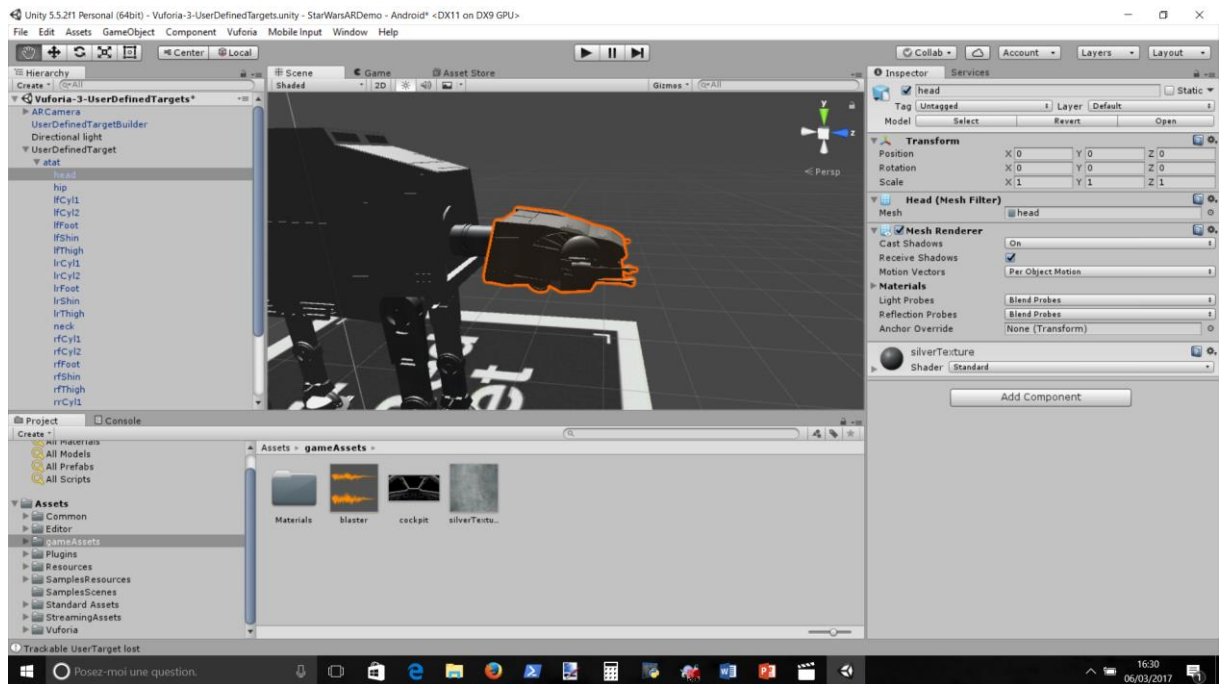
Import particleSystems asset for fog, etc...

Drag GameAsset in Asset folder

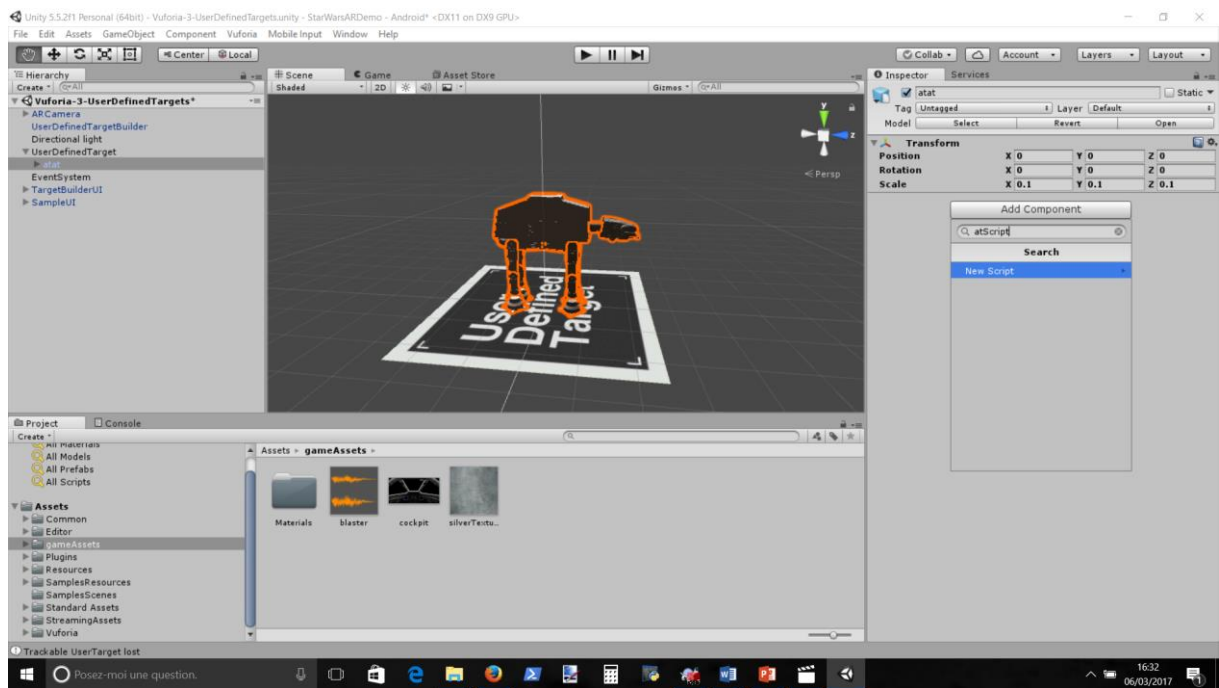
Add Vuforia Licence

Launch

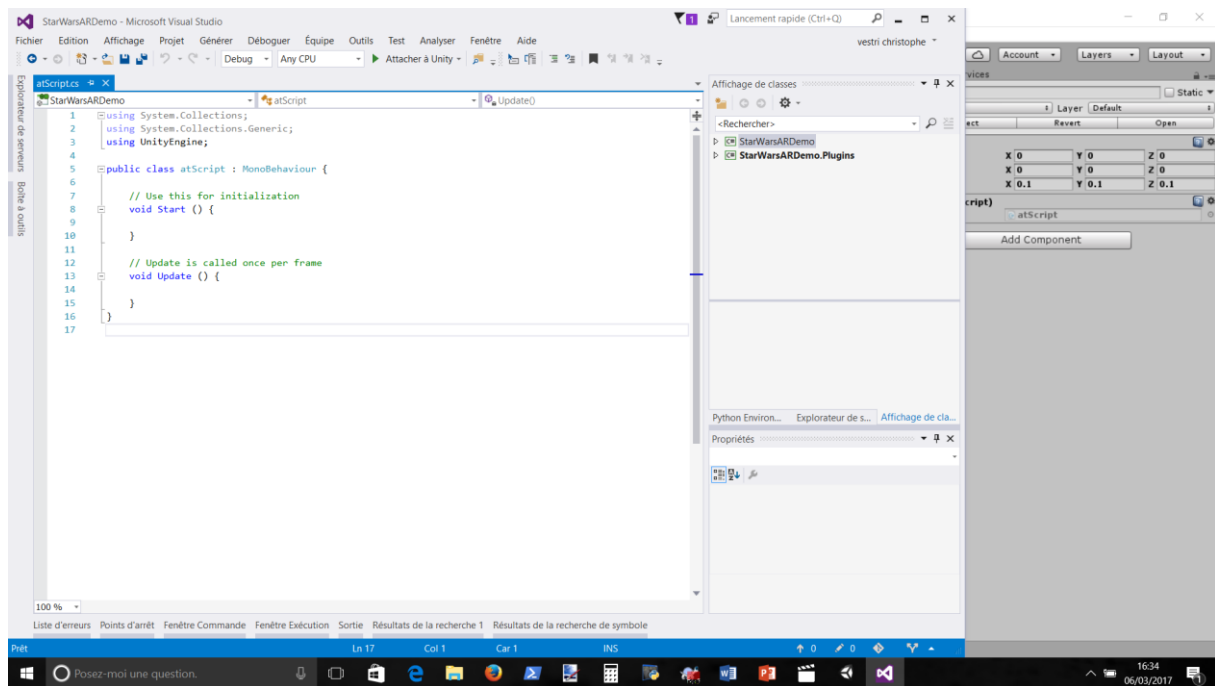




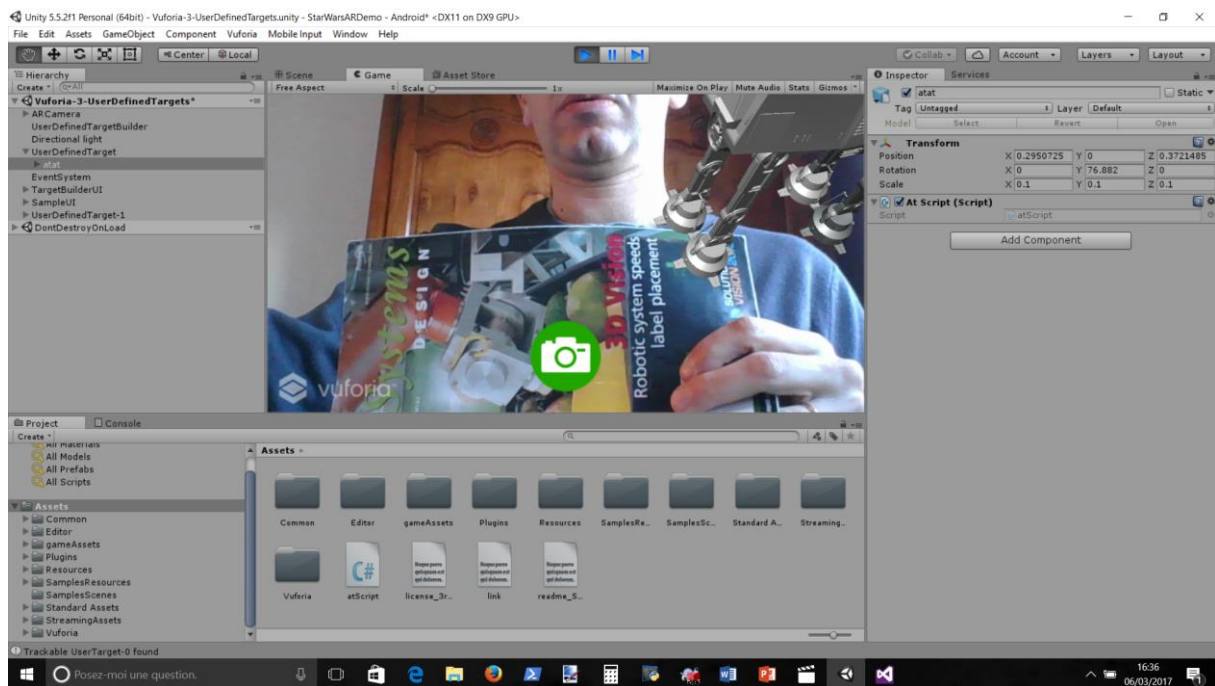
Texture the Object with silverTexture



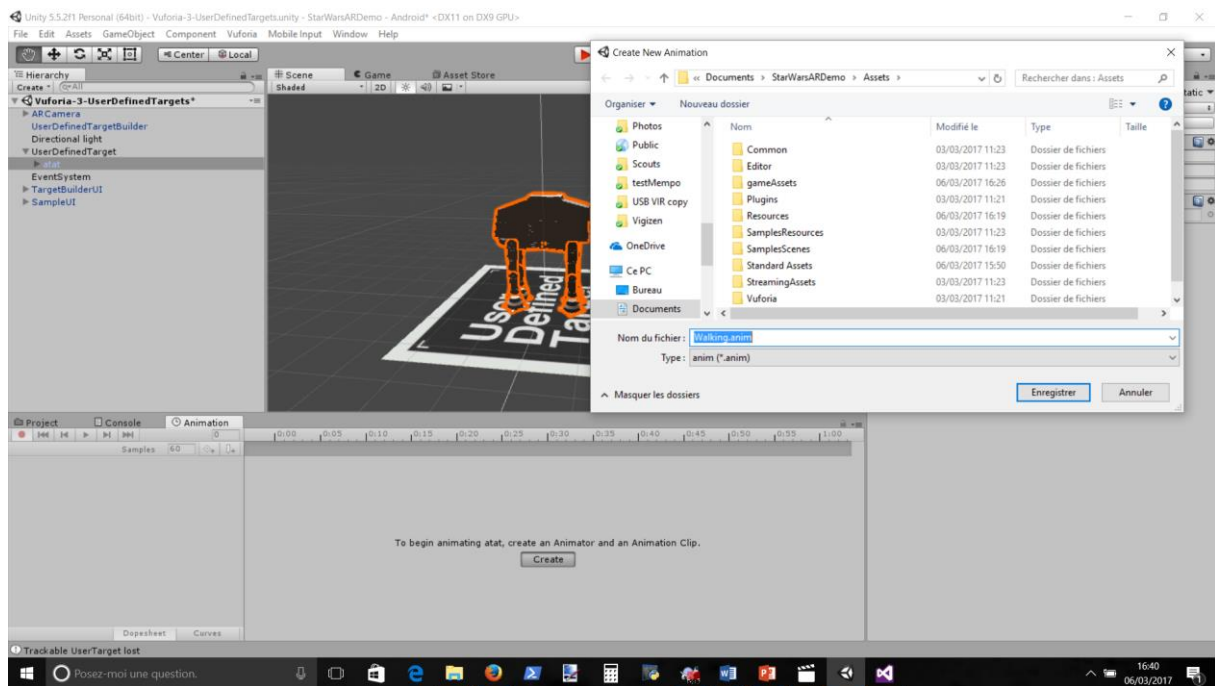
Add a new script atScript



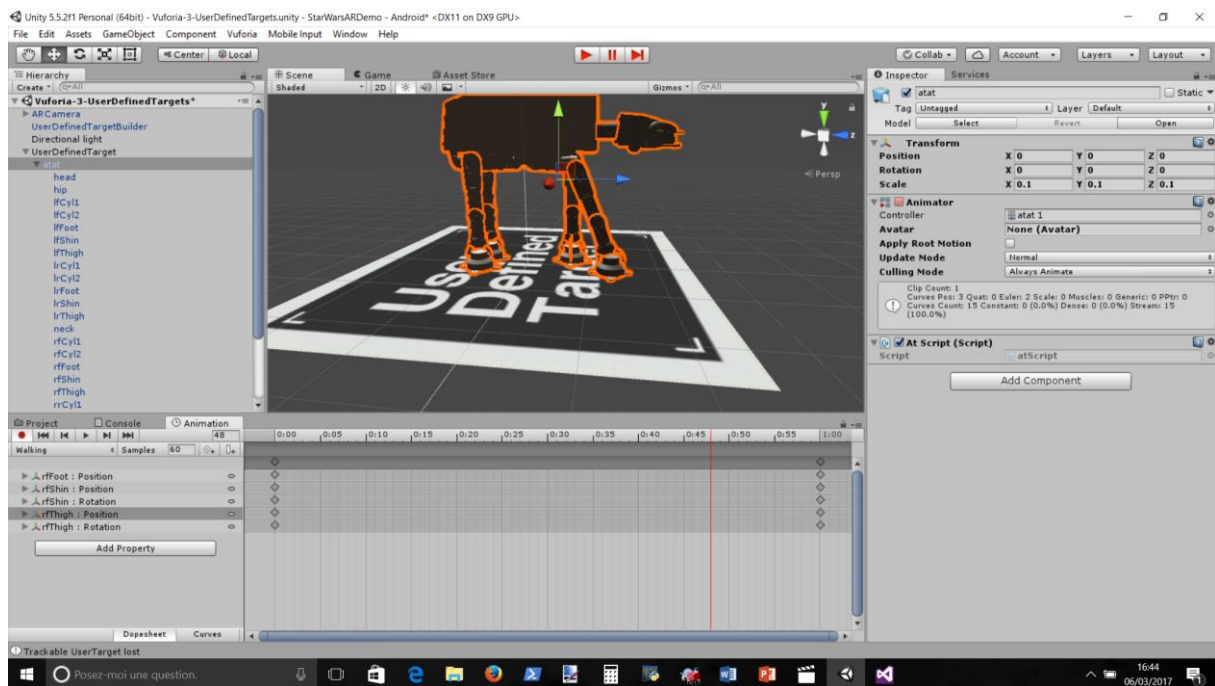
Edit it and put website code



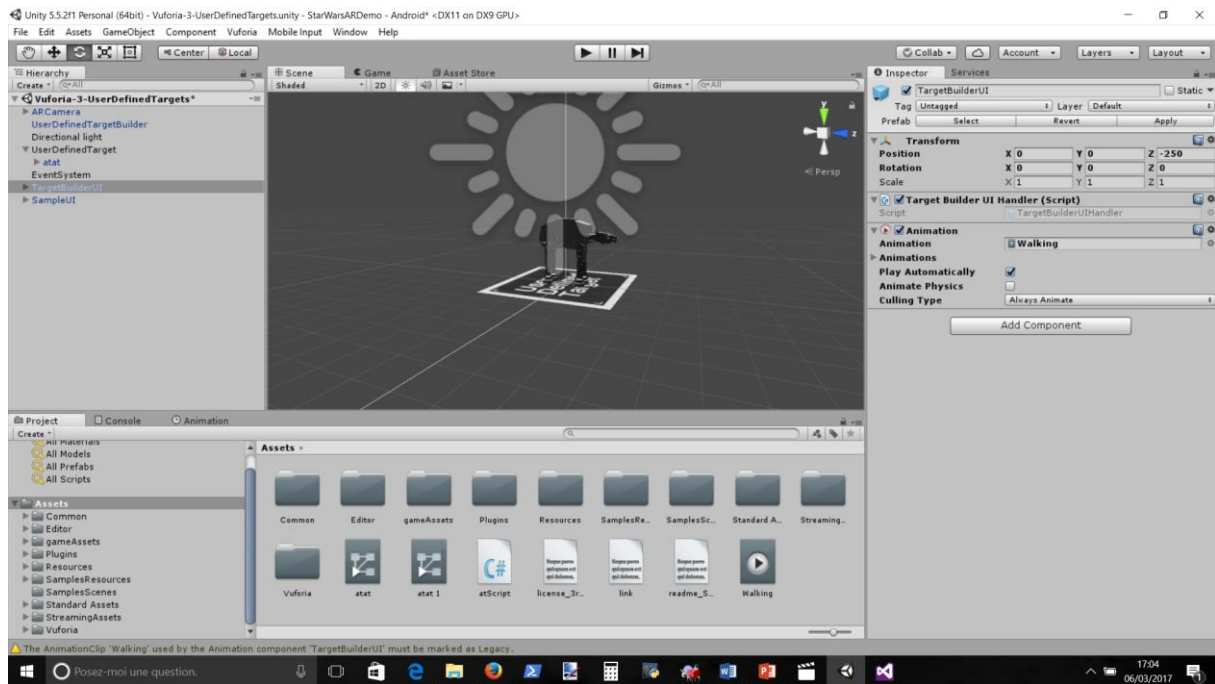
Now it moves (in circle)



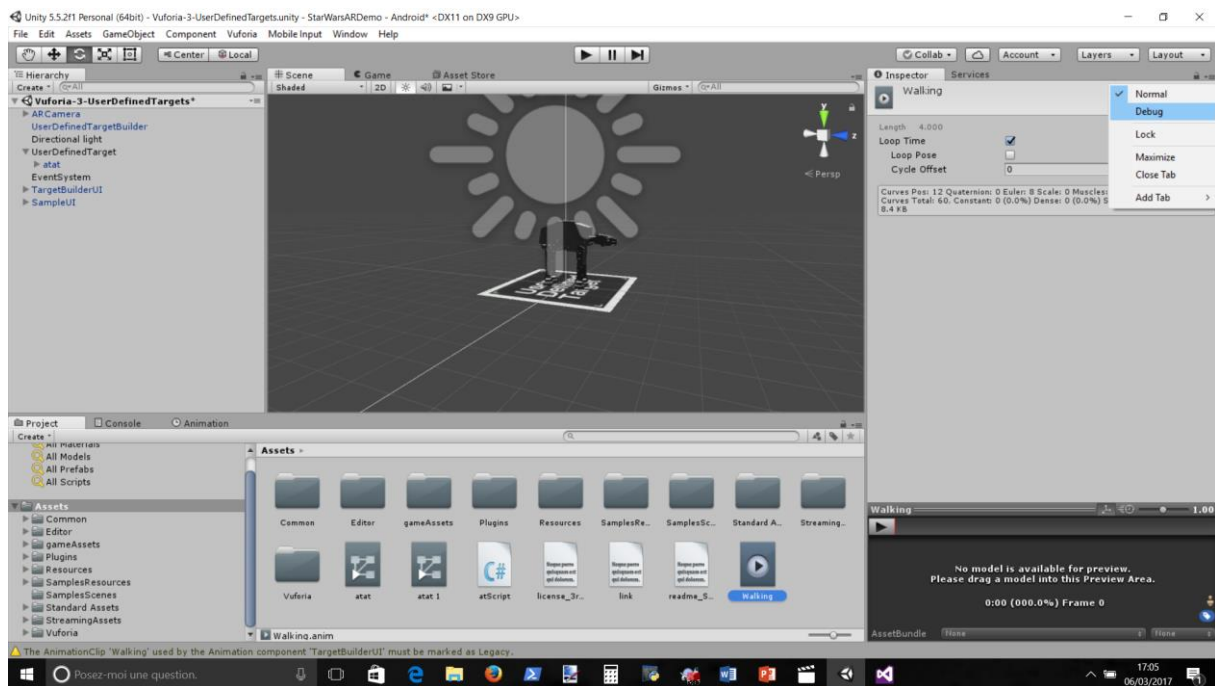
Animate it by clicking animation, and creating a new one



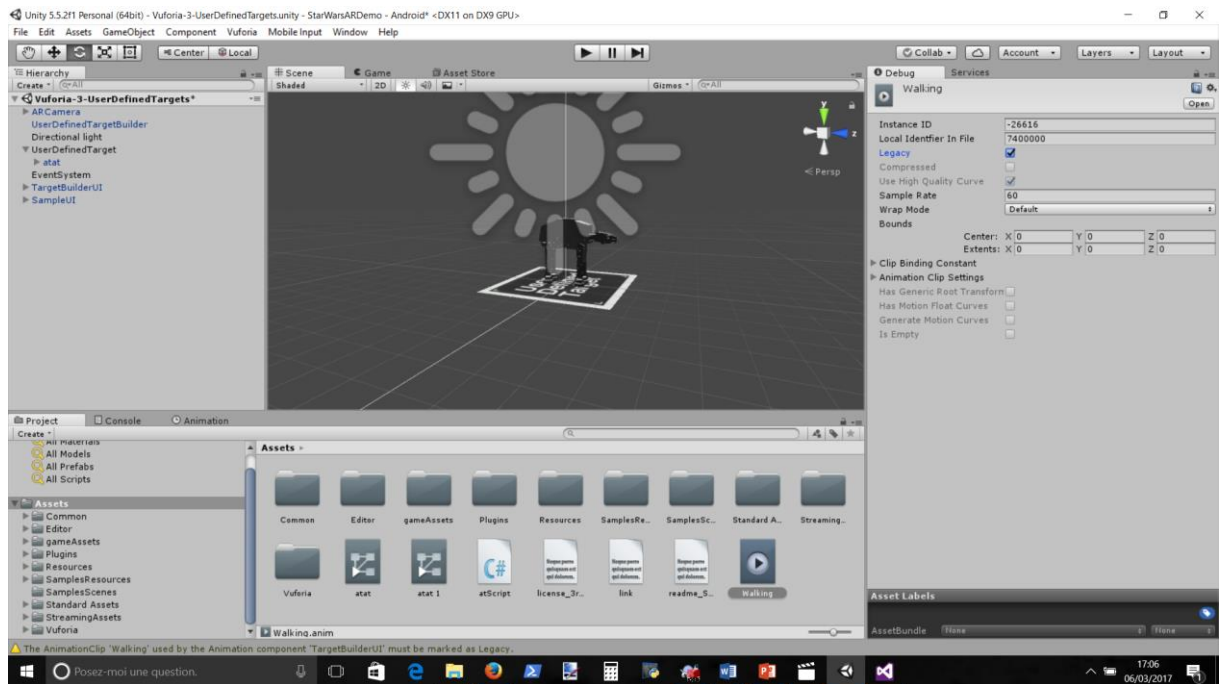
Move legs at 1s, 2s, 3s, and 4s keyframes



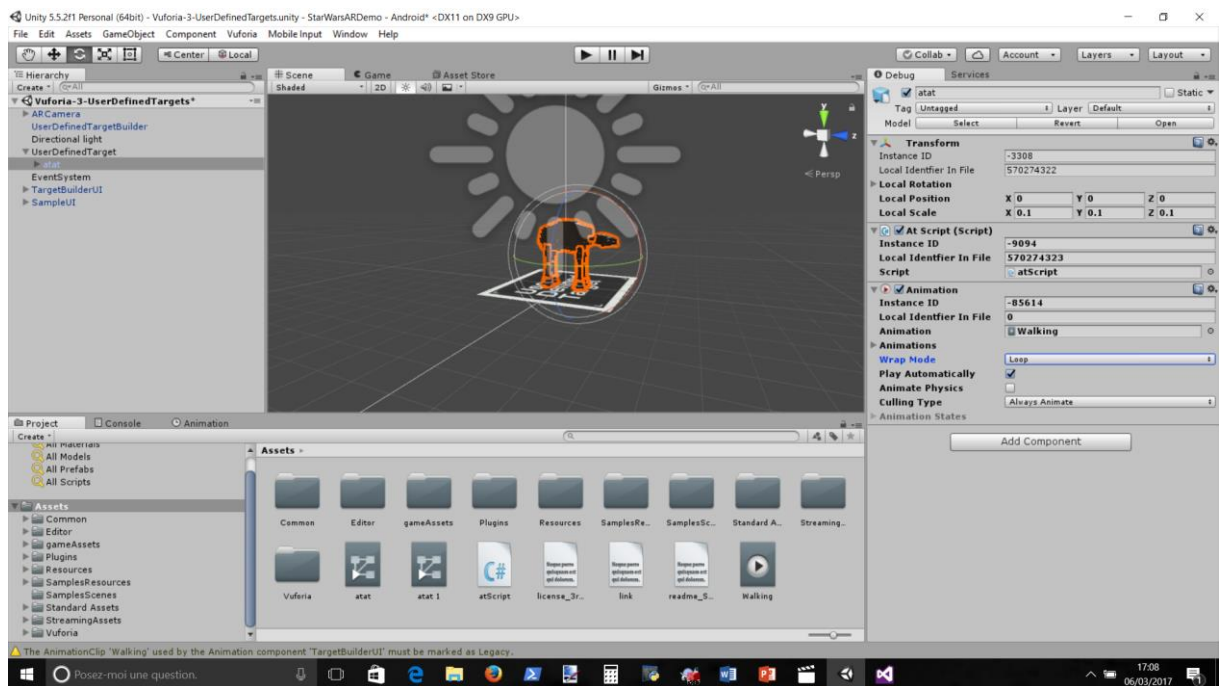
Remove Animation component and add a new with walking.anim (draganddrop)



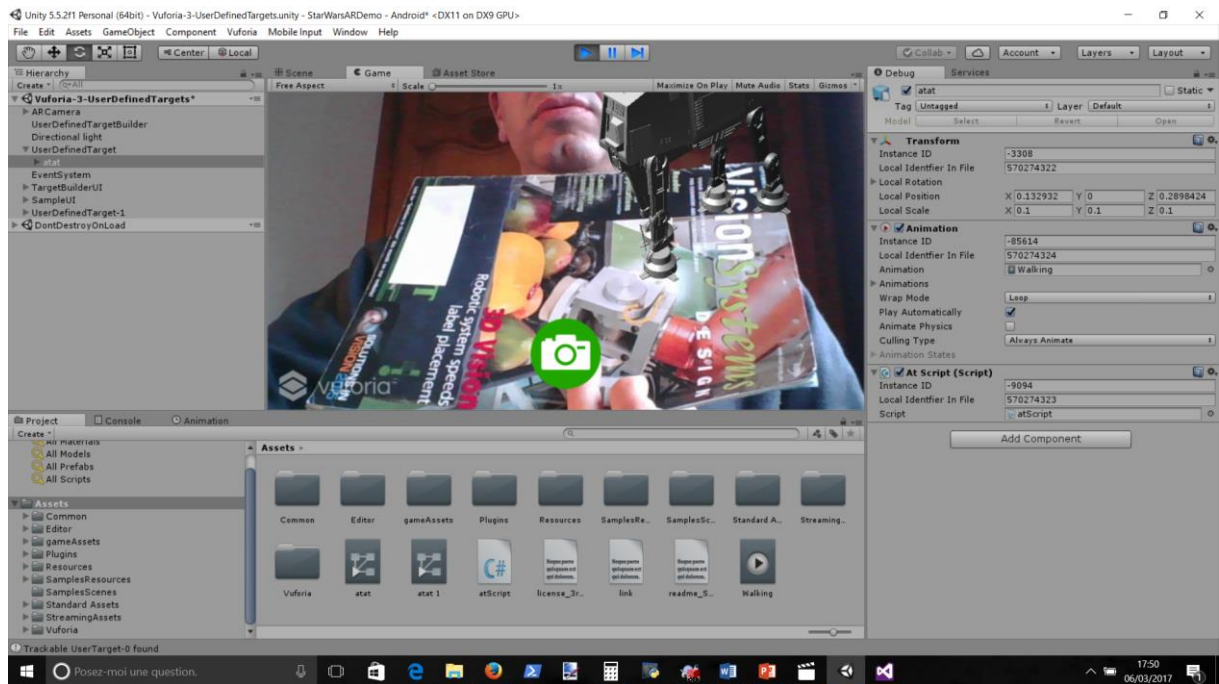
Put Walking in debug mode



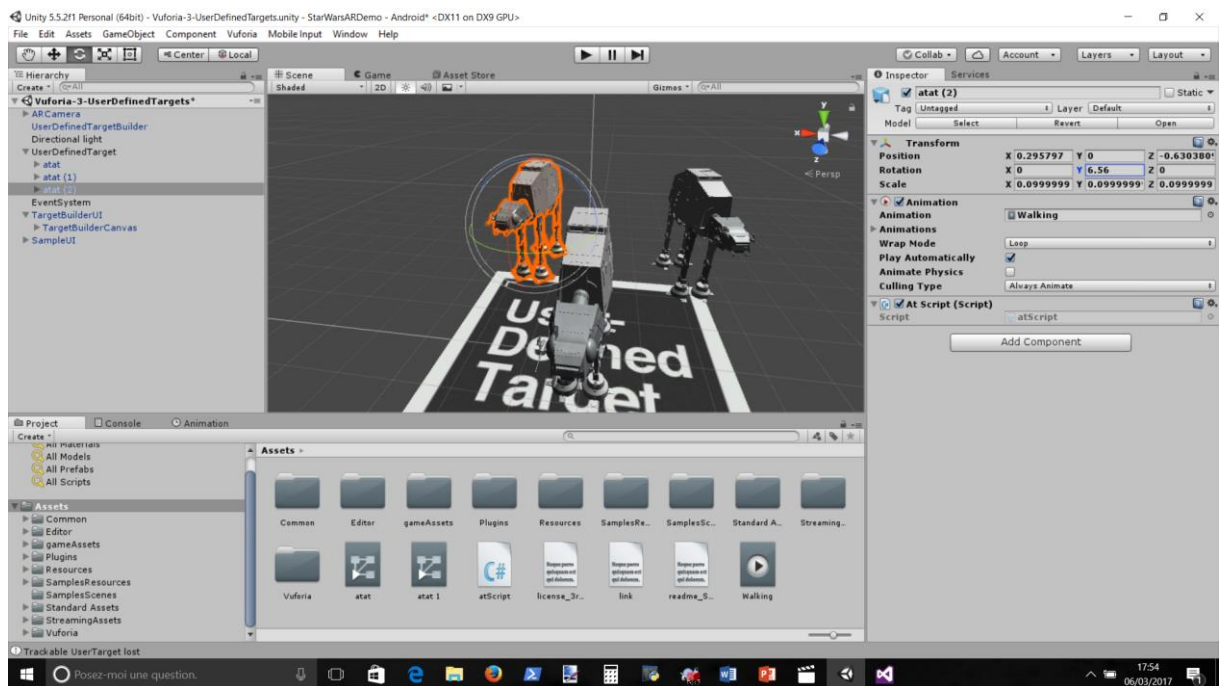
And click legacy



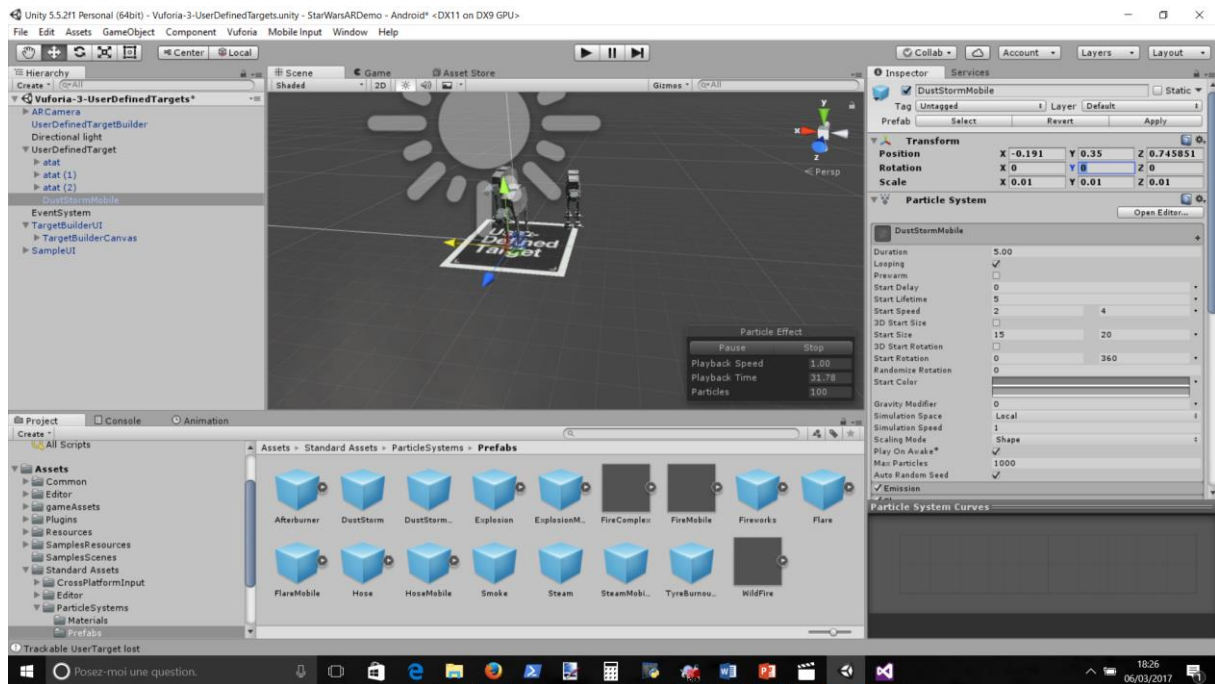
Click Atat, put in wrap mode=loop



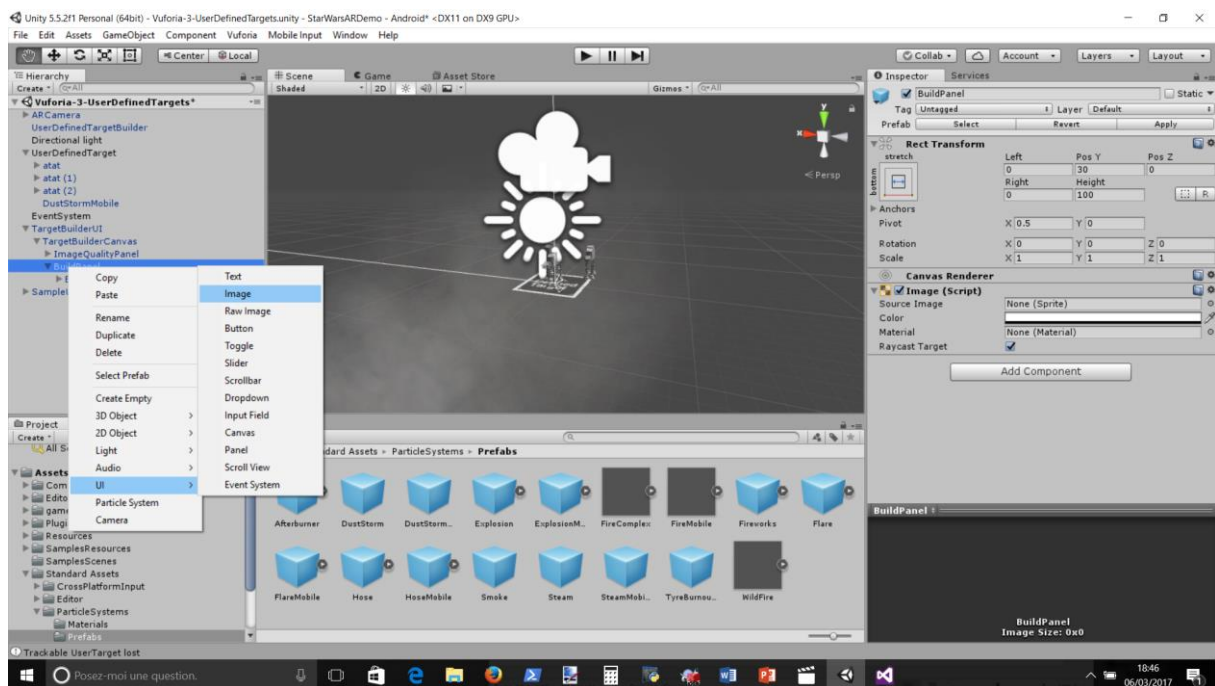
Now when playing it should move



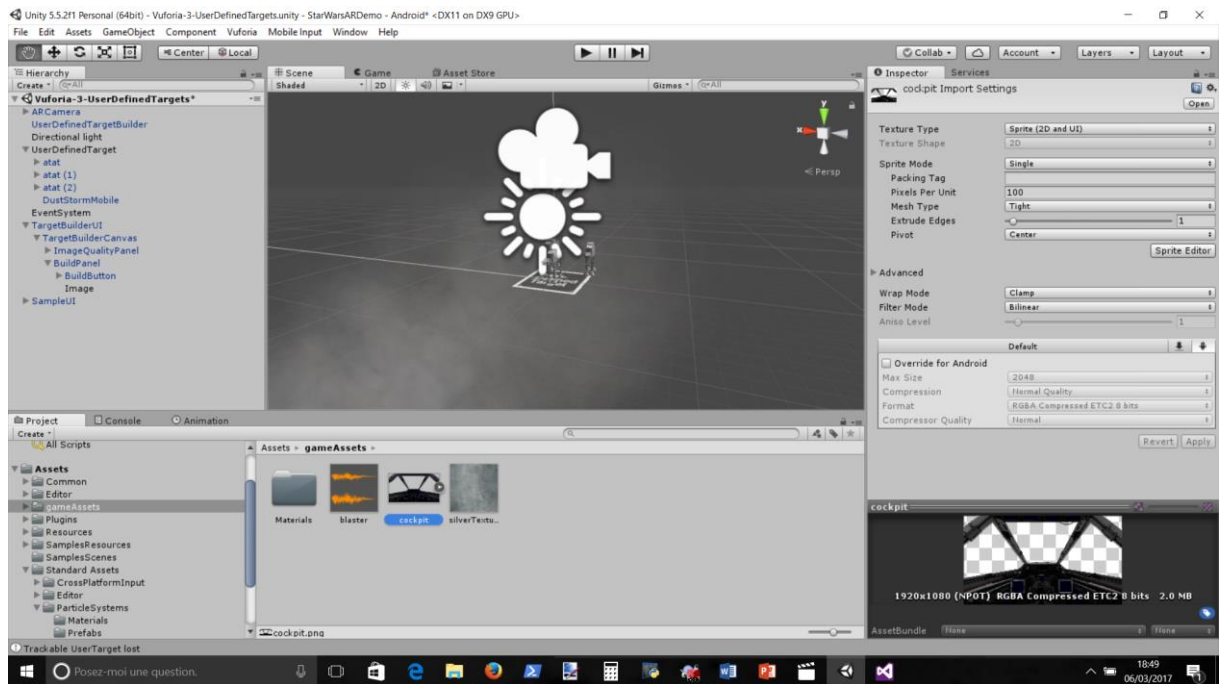
Add more atat, go back in normal mode



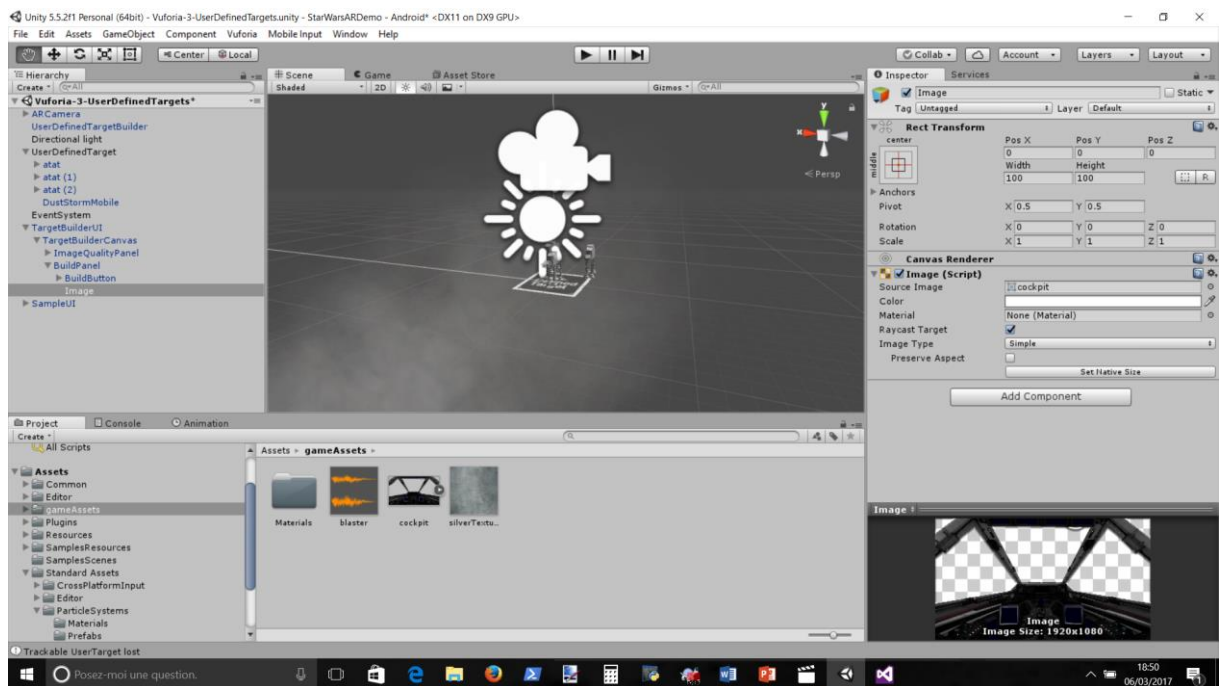
Add dust : Asset/standard Assets/particleSystems/Prefabs add DustStormMobile and put it in middle and tune to 0.01, can change color



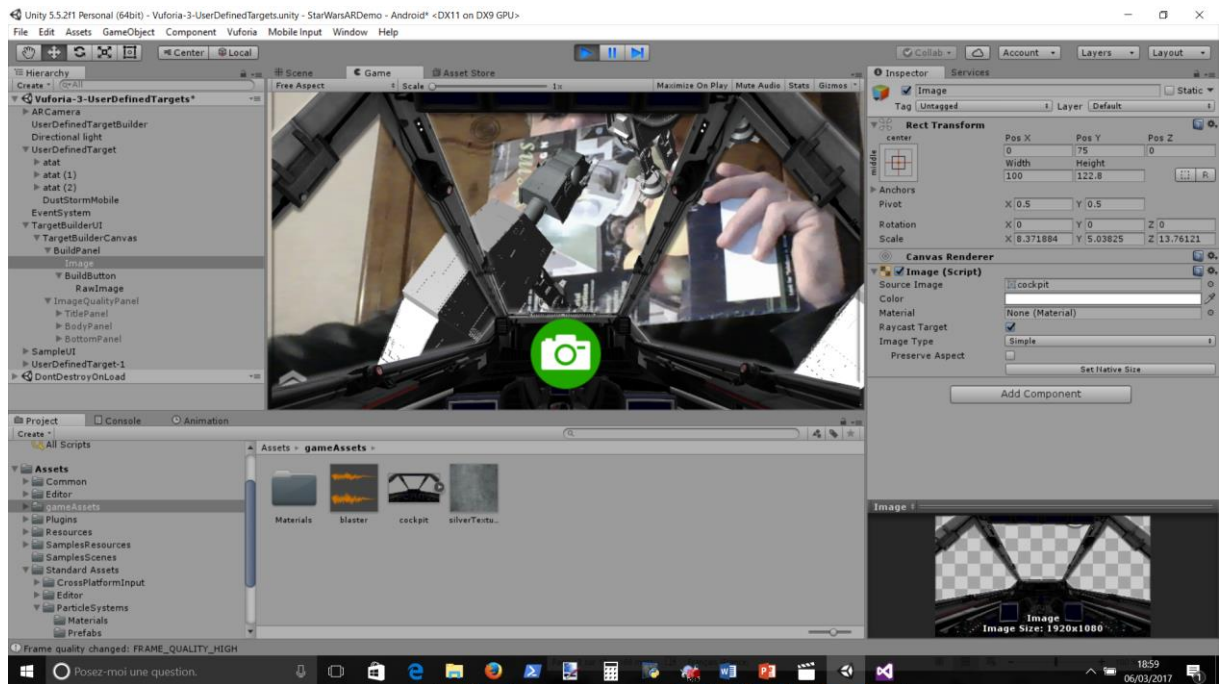
Add an image to Buildpanel for the Cockpit



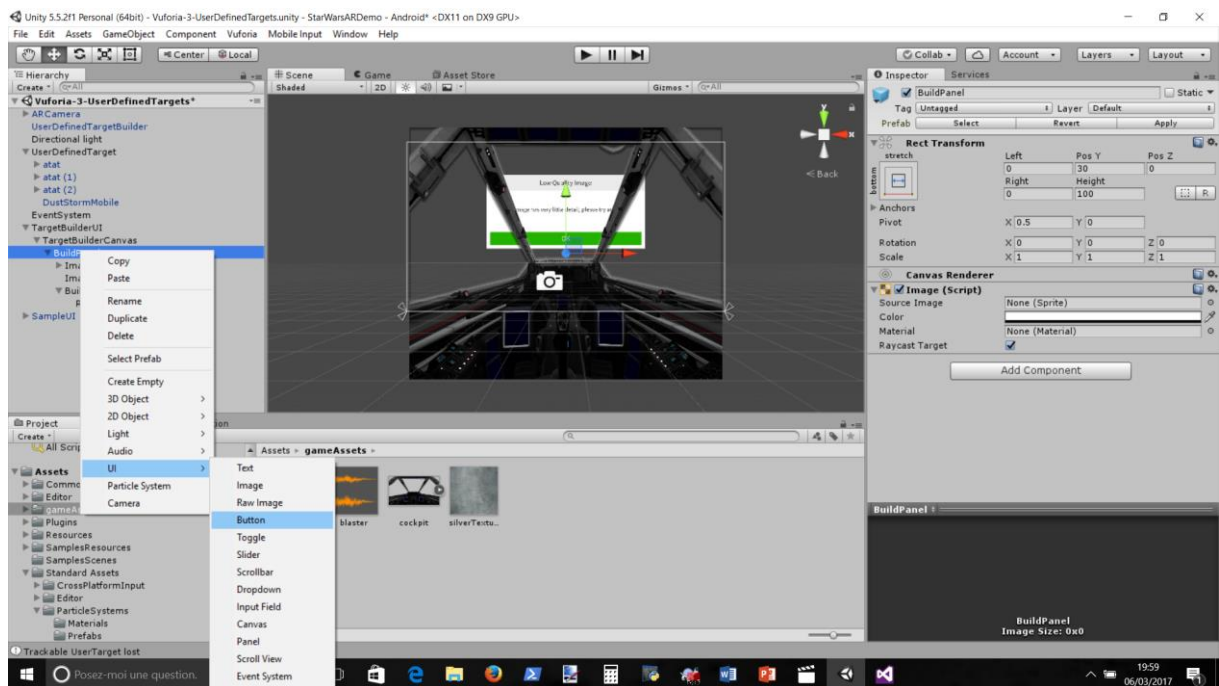
Select Cockpit image and put it in sprite and apply



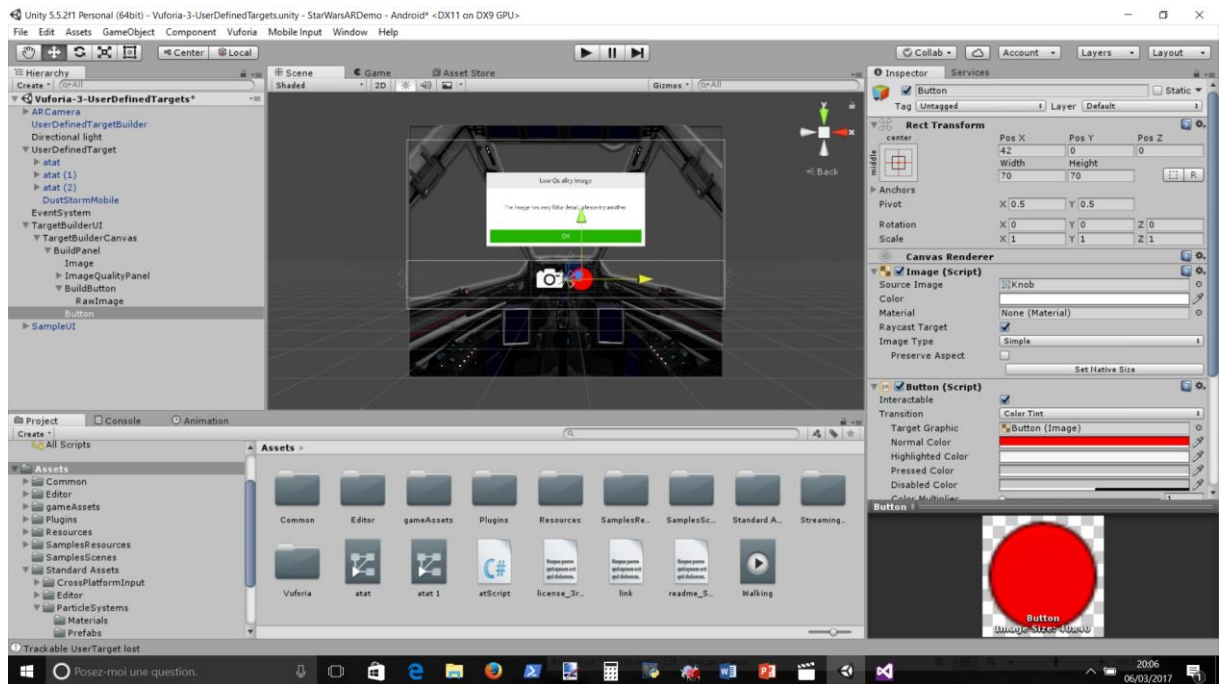
Select image, drag and drop cockpit and rescale



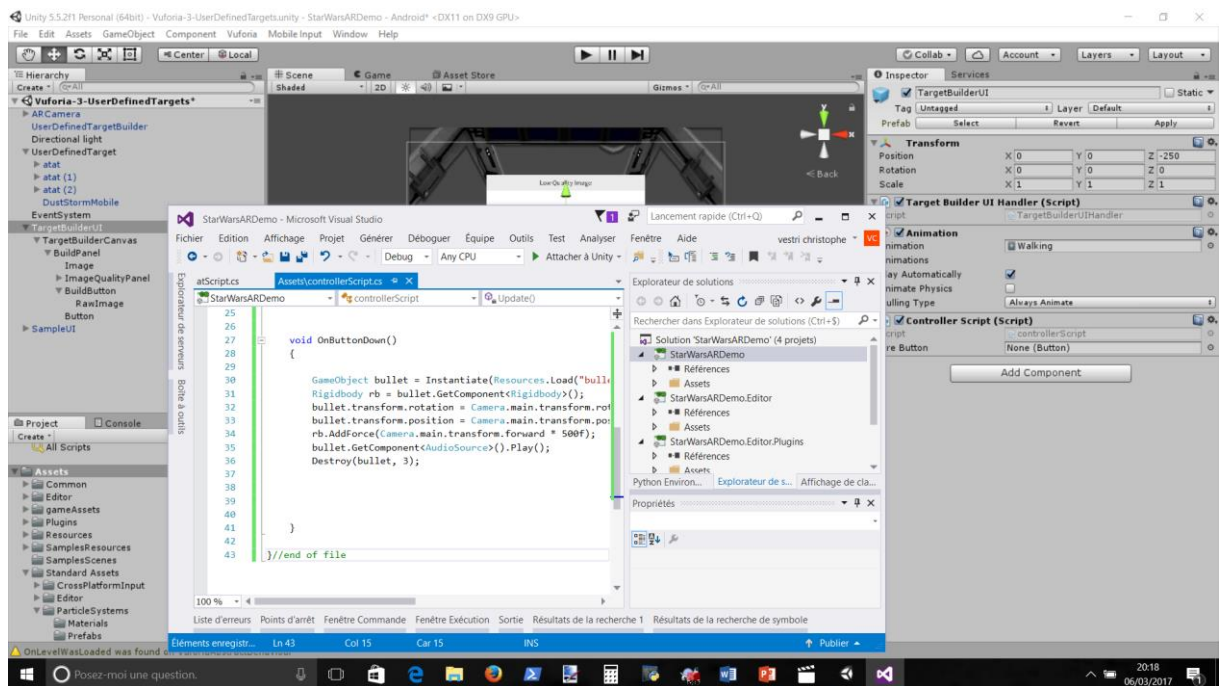
re-hierarchyse the UI to have buttons above cockpit image



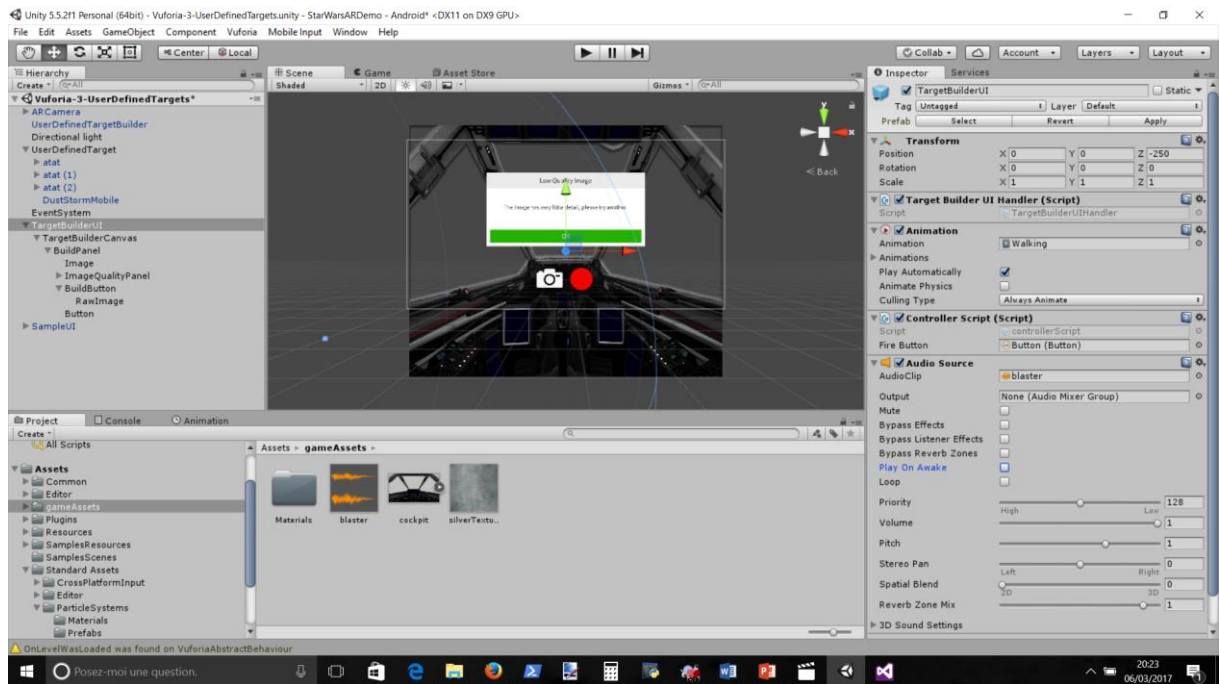
Remove green, put on side and create new button for lanching bullets



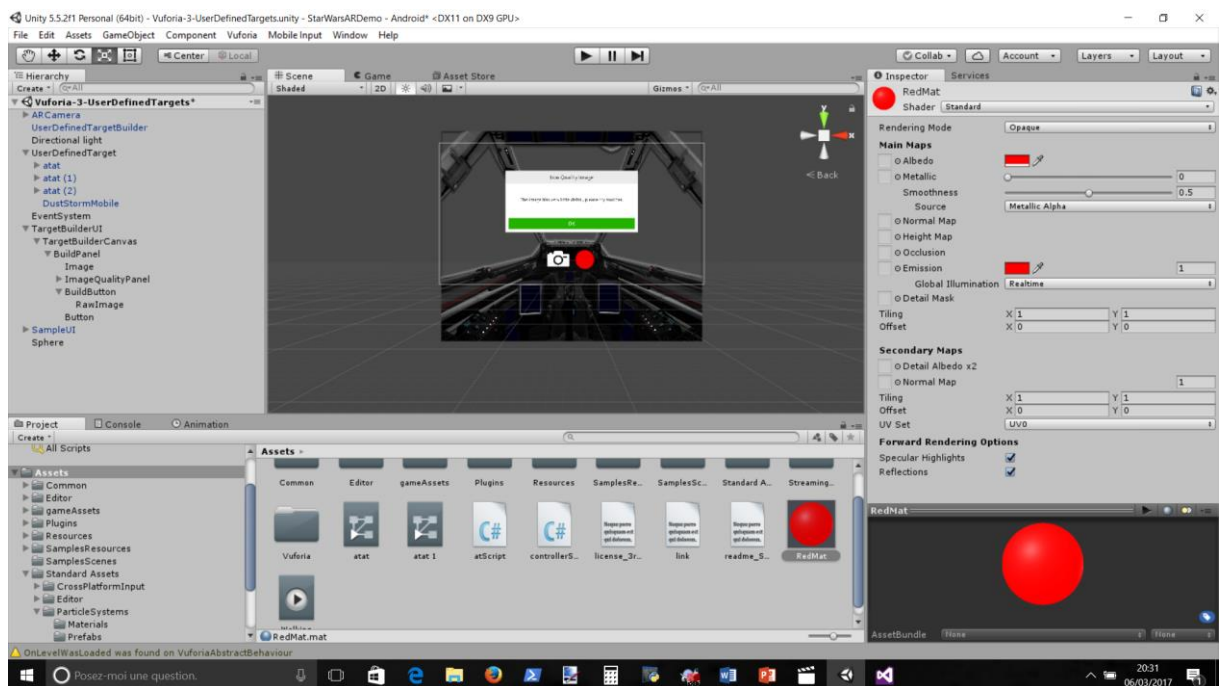
Change Sprite to Knob, color to red, remove text and resize



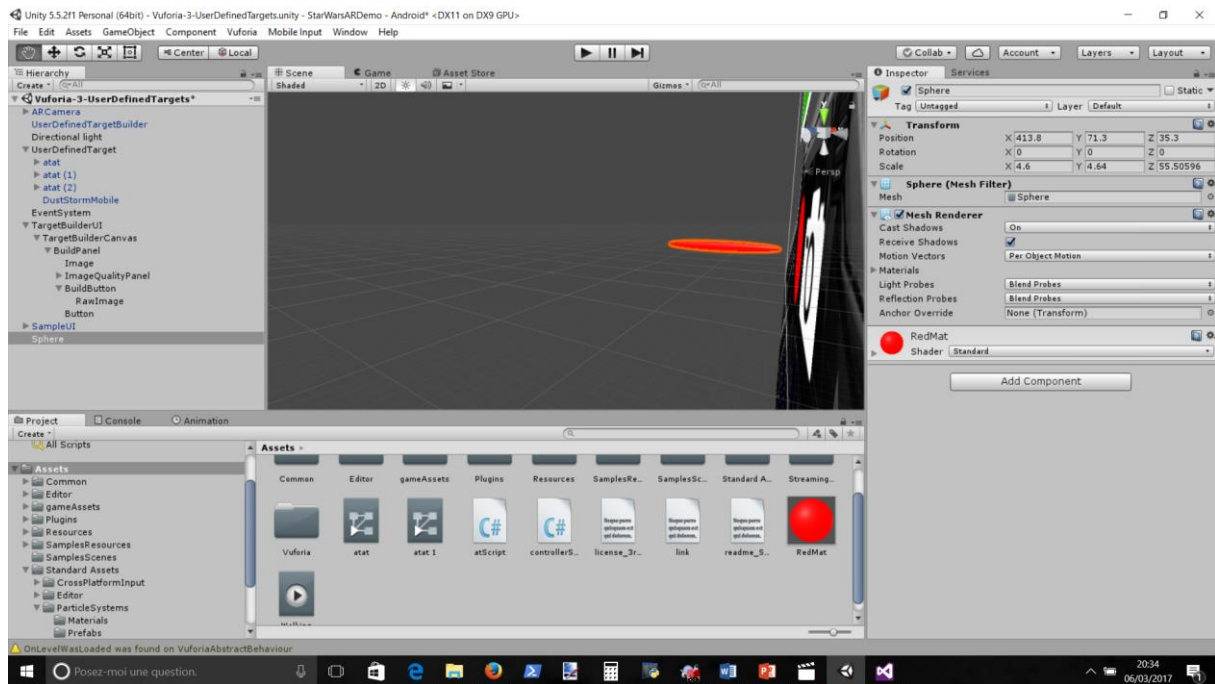
Click on TargetBuilderUI, add component, ControllerScript, Edit and copy and paste other website script



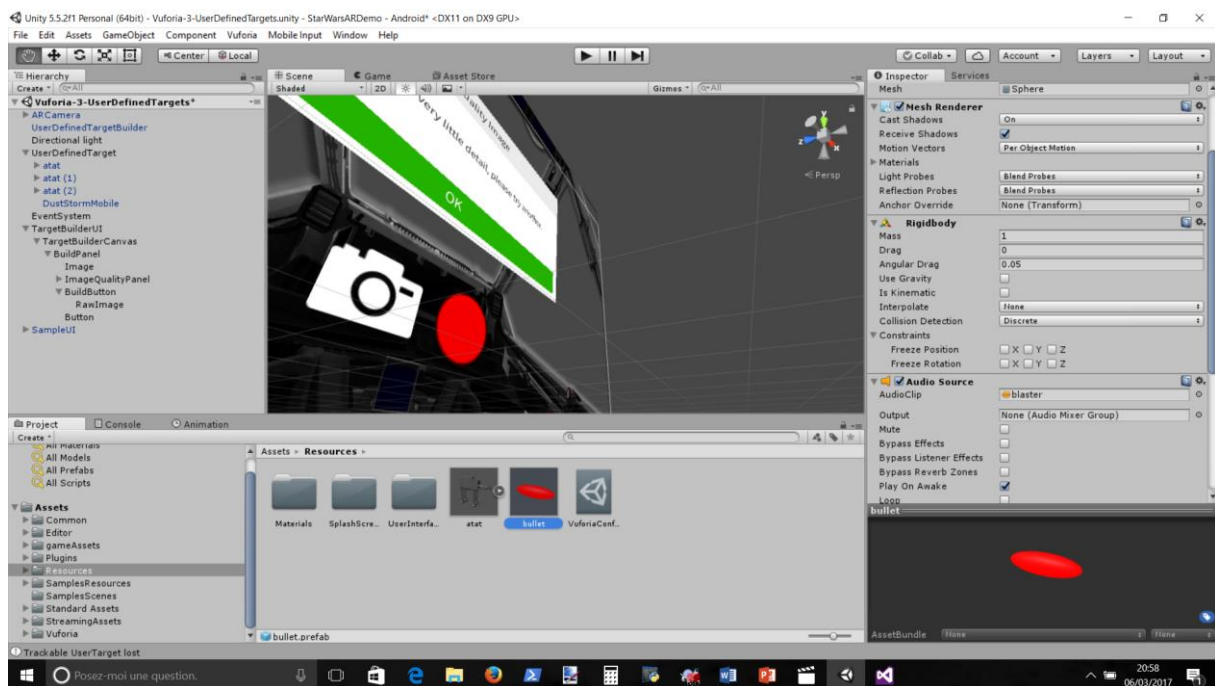
Drag button in FireButton, Add Audio Source (pas sûr : and put GameAsset/BlasterNoise in AudioClip and uncheck play on awake)



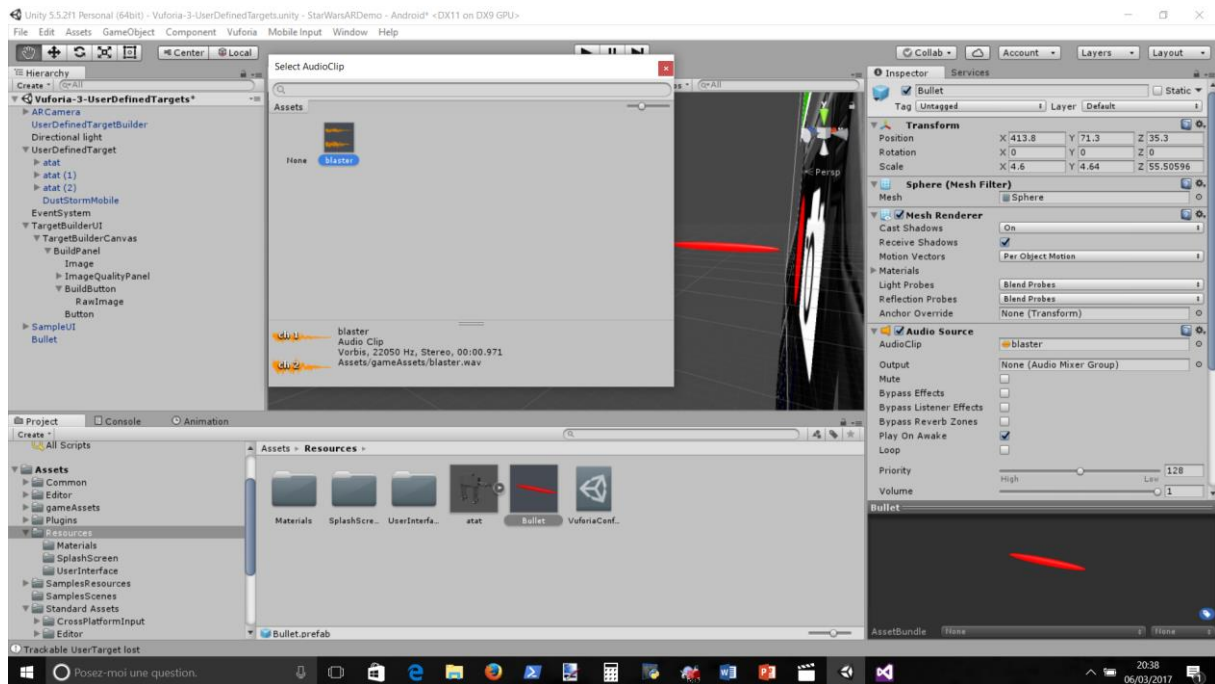
Create RedMat for red material and a sphere on the scene,



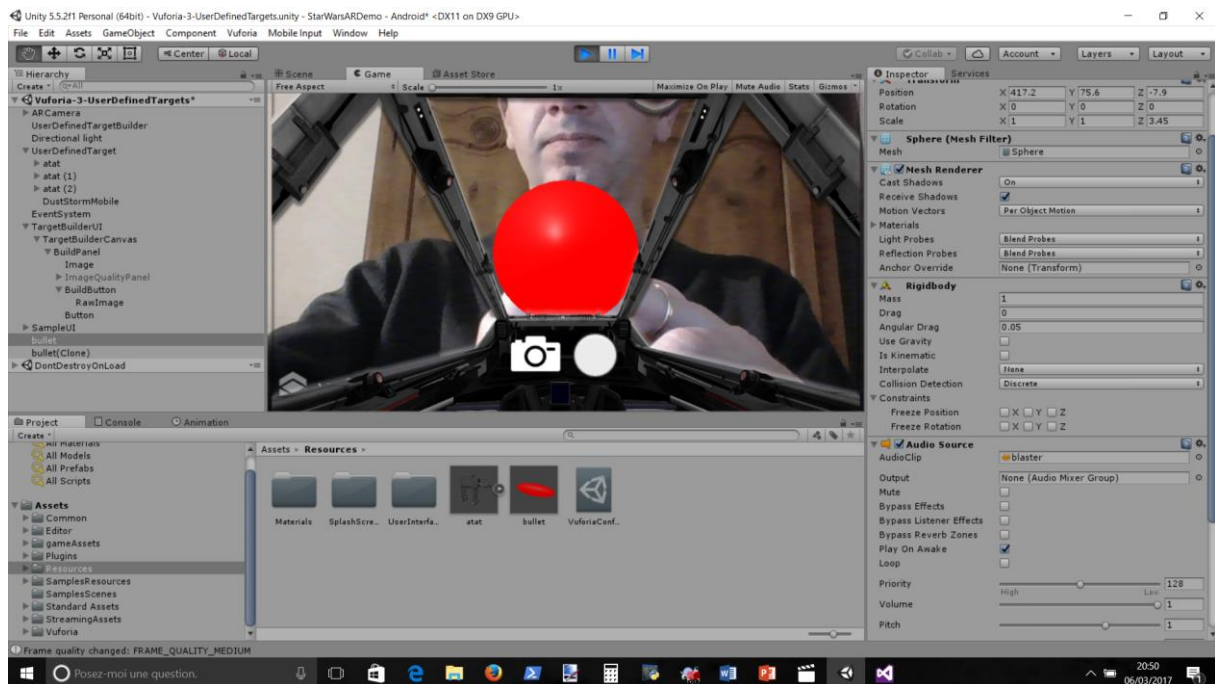
put material on the sphere and change z-size to have a red bullet shape and remove collider sphere component



Add rigidBody component and uncheck gravity



Move Sphere in resource and rename it bullet, add audiosource component and add Blaster sound



That's it